Moviestorm User Guide

Version 1.4.1

November 2010

This user guide is copyright © Moviestorm Limited 2010. This work is licensed under a Creative Commons Attribution-NoDerivs 3.0 Unported License*. To view a copy of this license, visit* http://creativecommons.org/licenses/by-nd/3.0/legalcode*; or send a letter to Creative Commons, 171 2nd Street, Suite 300, San Francisco, California, 94105, USA. Specifically: you may print it or share it for personal or educational use. Permission is also granted to distribute it on a Web site or other online service, provided that you do not make any alterations or charge any form of fee.*

Information in this guide is given in good faith, but no warranty is made or implied as to its accuracy or completeness. Updates to the Moviestorm software may render some of this information obsolete.

Note that all screenshots are taken from Windows versions of the software. Mac versions may differ slightly.

Contents

Introduction 4
What you will need 4
Using Moviestorm with other tools 4
The movie-making process 5
Setting up Moviestorm 6
Logging in 6
Using add-on packs 6
Where's my stuff? 7
Preferences 8
Updates 8
Basic operations 9
Creating new movies 9
Saving movies 9
Loading movies 10
Creating movies with more than one scene 10
Set workshop 11
Choosing a stock set 11
Navigating around the set 12
Basic building: walls, doors, windows, floors & ceilings 12
Props and set dressing 13
Lighting 14
Sky 14
Saving a stock set 14
Dressing room 15
The cast list 15
Creating characters 15
Director's view 17
Basic Moviestorm directing techniques 17
Selecting an actor 17
Placing an actor on set 18
Interacting with other characters 18
Interacting with the set 18
Moving 18
Speaking 18
Using props 19
Getting emotional 19
Watching the action 19
Editing the timeline 19

Advanced techniques 20
Filming: the Camera view 21
Framing your shots 21
Keyframes: cuts and moves 23
Advanced camera tools 23
Lighting in the camera view 23
Working with multiple cameras 23
Editing: the Cutting Room 24
Autogenerating a movie 24
Playback 24
Adding clips 25
Adding audio 25
Adding stills 26
Adding visual effects 26
Adding text 26
Final production: the Publisher's view 27
Rendering your movie 27
Uploading your movie 28
Making 3D movies 28
More useful information 29
Moviestorm on the Web 29
Appendix I: recommended system specifications 30
Windows 30
Mac 30
Appendix II: default mouse controls 31
Appendix III: License agreement 32
Appendix IV: Credits 36

Introduction

Moviestorm is a software application that enables you to make animated videos on your computer.

It's a full suite of movie-making tools with which you can quickly and easily create and light your own sets, design and direct your own actors, then shoot, edit and publish your own movies.

It's ideal for all forms of film making; for previs and animated storyboards; for movie shorts or feature-length films; from videoblogs to business messages; for engaging, collaborative learning in education, or simply just for creative fun, Moviestorm is a simple and inexpensive way to make animated movies.

Key features include:

Intuitive click and explore game-style interface
Pre-made customizable sets, characters and movies
Thousands of characters, costumes, sets, props and animations , suitable for most film projects
Flexible personalization options for props, characters and much more
Import your own assets, including music, models and textures
A suite of tools that encourages teamwork and fun
No animation or artist skills required to be creative
Upload direct to YouTube, or your preferred social network
A highly supportive community of amateur and professional movie-makers at www.moviestorm.co.uk

As a 3D animation platform, Moviestorm is sometimes known as a machinima tool. Machinima is an animation technique that came from computer games, and as a result, using Moviestorm is a lot like playing a computer game such as The Sims, and does not require you to know anything about 3D modeling or animation.

What you will need

A PC or Mac that's capable of playing recent games such as *World of Warcraft*. For more detailed specs, see the Appendix.
Speakers or headphones to listen to your audio
A microphone, if you want to record audio so your actors can talk
Internet connection

Using Moviestorm with other tools

Though Moviestorm offers a start to finish solution for creating animated movies, it can be part of a tool chain, or work in collaboration with your favorite software.

You can, for example, export Moviestorm footage and edit it in your preferred video editing software, or you can record and edit audio in an external application then import it into Moviestorm.

The movie-making process

You can approach film making in any order, but essentially, these are the key parts:

Choose one of the stock sets , or create your own from scratch in the Set Workshop.

You can customize stock sets by adding or moving props and other set dressing, painting the walls and floors, changing the sky, and setting up the lighting. Alternatively if you want complete freedom, you can start with an empty set and build from there, and you can bring in your own images to use as posters or backdrops.

Choose one or more of the stock characters, or create your own from scratch in the Dressing Room.

Every pack that contains a costume also includes stock characters, but if you prefer to design your own, the customize options available will enable you to create yourself, your friends, or famous people.

Use the morph sliders to change the shape of different features, or even the ethnic origin and skin tone. Characters can also have different decals for skin detail, makeup, eyebrows, beards, and much more. Some decals can even change color and be moved. In addition to the face, there are many morphing hairstyles to select and color change, and costumes to color, re-texture or personalize with your own images.

Bring your characters onto set in the Director's View, and direct them like real actors.

You can make them speak by talking into your microphone, and they will automatically lip sync. You can instruct them to move about the set in a variety of walk styles, use props ranging from doors and furniture, through to hand held props such as guitars or phones. They can also interact with other actors, such as kissing, shaking hands, or fighting, or you can portray a broad variety of emotions using facial expressions and body language.

Film the action using the simple camera tools in the Camera View.

Set up your camera shots in 3D space using either manual or auto-framing, then cut or move between the keyframes. There are even advanced features such as optical zoom and depth of field.

Edit the film in the Cutting Room.

This is where you make the finishing touches before rendering your movie. You can add titles, credits, subtitles, music and sound effects to your film, you can also add filters to get that unique look, import pictures, sounds and other assets, and preview your movie in full screen. If you want to make a more complex film, you can create several scenes within your movie, using many different sets and characters, and you can edit all these scenes together.

Finally you can render your movie in the Publisher View.

There are a variety of different formats, from high definition down to tiny files for playing on a mobile phone or iPod, as well as a 3D renderer. Upload to YouTube or your preferred social destination for fame and feedback!

Unlike traditional film making, Moviestorm doesn't force you to stick to a linear workflow. At any stage you can go back to any part of the creation process and rework it. In many regards an iterative process of creation, render then re-polish is easier and more rewarding. You can decide on the costumes once you've directed and filmed the action, or you can go back and add extra set dressing once you've done the editing if you feel everything looks too sparse. You can easily add in extra cast, move buildings or trees, or change the audio - you can even change your characters completely. And it doesn't stop when you've finished your movie. You can go back and create new versions any time you like - that's a luxury most professional film directors don't have!

It can also help you if your hardware is below standard to add the processor-expensive elements such as background characters and lights after you are happy with everything else. First make a rough cut of the main parts of your movie, then go back and put in the less important bits.

Moviestorm provides plenty of ready-made elements to help you get up to speed faster and to make it quicker and easier to make movies; from stock movies, sets and characters, down to auto-framing cameras, instant titles and credits, and much more. You can use them "as is" or you can customize them to get a more individual look.

Setting up Moviestorm

Logging in

When you start Moviestorm, you will need to enter your username and password on the launch screen before you can go to the main menu. You must be connected to the Internet to do this. Once you have logged in, you will normally remain logged in for 14 days, and you do not need to connect to the Internet. After 14 days, you will need to connect to the Internet and log in again.

Some types of Moviestorm license allow you to stay logged in permanently. See the Moviestorm Web site for more details.

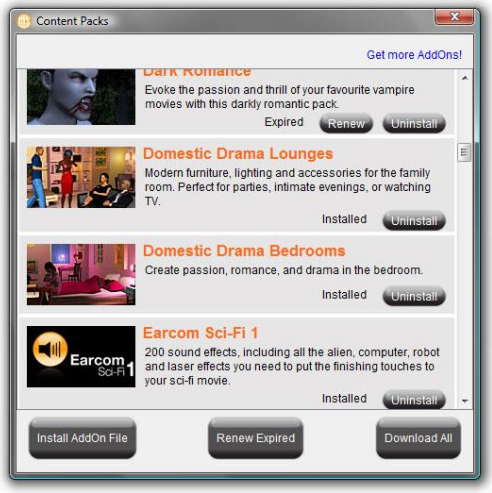
If you share a computer, each user can have their own username and password. When you're logged in to Moviestorm, you will only have access to the add-on packs licensed by that user. However, you will see the movies and stock sets belonging to the user currently logged in on your computer: these may be different.

Remember: do not share your password with anyone - not even someone claiming to be Moviestorm staff! If you need to change your password, you can do this on the Moviestorm Web site.

Using add-on packs

Moviestorm consists of the software you use to create movies, plus a number of add-on packs. These contain the various elements that are used in your movie ("assets"), such as sets, props, costumes, hairstyles, characters, sounds, animations, music, and so on. The more you add, the more variety you can get in your movies!

Obtaining add-on packs


Content Packs
Get more AddOns!
Evoke the passion and thrill of your favourite vampire movies with this darkly romantic pack.
Expired
Renew
Uninstall
Domestic Drama Lounges
Modern furniture, lighting and accessories for the family room. Perfect for parties, intimate evenings, or watching TV.
Installed
Uninstall
Domestic Drama Bedrooms
Create passion, romance, and drama in the bedroom.
Installed
Uninstall
Earcom Sci-Fi 1
200 sound effects, including all the alien, computer, robot and laser effects you need to put the finishing touches to your sci-fi movie.
Installed
Uninstall
Install AddOn File
Renew Expired
Download All

You can get add-on packs in three ways:

From the Moviestorm Web site. Go to the Marketplace and follow the instructions on site.
From the launcher. Press the ***Get More Content*** button to see a panel (shown above) that lists all available add-on packs. You can download and install packs directly from here, or renew your licenses if you need to (see below).
From within Moviestorm. In the Set Workshop or Dressing Room, you may see some items marked as locked. Click on them for more information. You can then go directly to the Web site to get the pack.

Renewing add-on packs

When you get a pack, you may choose to get it for a limited period of time instead of purchasing it. This is useful if you only need it for a single scene, or if you're on a tight budget. You can renew your licenses from the ***Get More Content*** screen in the launcher, as shown above.

Enabling or disabling add-on packs

When you get a new pack, it's enabled by default. If you want, you can disable packs you're not using; for example, if you're making a modern romance, you may not want to bother with sci-fi characters or props, military animations, and so on. You don't need to do this, but some people find it useful not to be distracted by things they're not using.

On the main menu, click ***Settings***. Check or uncheck packs as you wish, then click again to accept the new settings. Moviestorm will then restart with your preferred packs enabled.

Third party add-on packs

There are many add-on packs created and distributed by people other than Moviestorm. Some are free, others aren't. They can be a great way to expand what Moviestorm can do, but there is one important thing you need to be aware of. *Third party packs are not supported or endorsed by Moviestorm, and you install them at your own risk.* Most of them are perfectly safe, but some may not be compatible with your version of Moviestorm, may cause performance problems or may even cause Moviestorm to crash.

If you experience problems running Moviestorm and you have any third party packs installed, first disable those packs as described above and see if that fixes the problem. (Movies that require those packs will, of course, not load correctly, so you may need to try another movie.)

Where's my stuff?

Moviestorm sets up two folders on your computer. The main Moviestorm folder holds the program and all the add-ons you've got. You probably don't need to access this. Your personal Moviestorm folder holds all your movies, stock characters and sets, and it's where Moviestorm stores the logs and other useful files.

Windows defaults:

Main Folder (32 bit windows) C:/Program Files/Moviestorm-1.4
Main Folder (64 bit windows) C:/Program Files (x86)/Moviestorm-1.4
Personal Folder (Vista, Windows 7) C:*/Users/*[Your name]/Moviestorm
Personal Folder (Windows XP) C:*/Documents and Settings/*[Your name]/Moviestorm

Mac defaults:

Main folder: Applications/Moviestorm.app (then right click, select Show Contents, and go to Contents/Resources)
Personal folder: Users/[Your name]/Moviestorm

Preferences

On the main Moviestorm screen, choose ***Settings*** to alter the graphics settings. You may need to try different settings to find what works best for your computer and get the best balance between quality and performance.

You can also select an alternate microphone or sound input, adjust the default keyboard shortcuts or the backup settings.

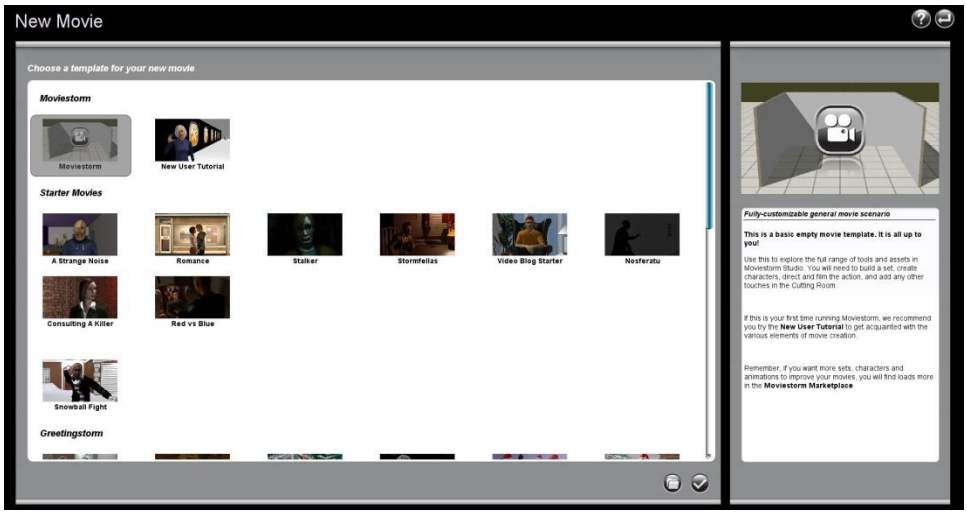
Updates

Sometimes Moviestorm will update itself when you start. This will give you the latest version of the software, including updates to any add-on packs you got from Moviestorm.

Third party add-on packs do not get automatically updated, and you will need to obtain the updates manually from the original vendor.

Basic operations

Creating new movies


New Movie
Choose a template for your new movie
Moviestorm
Moviestorm
New User Tutorial
Starter Movies
A Strange Noise
Romance
Stalker
Stormfellas
Video Blog Starter
Nosferatu
Consulting A Killer
Red vs Blue
Snowball Fight
Greetingstorm
Fully-customizable general movie scenario
This is a basic empty movie template. It is all up to you!
Use this to explore the full range of tools and assets in Moviestorm Studio. You will need to build a set, create characters, direct and film the action, and add any other touches in the Cutting Room.
If this is your first time running Moviestorm, we recommend you try the New User Tutorial to get acquainted with the various elements of movie creation.
Remember, if you want more sets, characters and animations to improve your movies, you will find loads more in the Moviestorm Marketplace.

From the main menu, click the ***New Movie*** button. You'll now see several templates for movies you can make, depending on what add-on packs you have installed.

Most of the time you will want to use the ***Moviestorm*** template. This is a blank movie template, ready for you to start from scratch.
The ***New User Tutorial*** is an interactive tour of Moviestorm. It's not really intended for making movies.
The ***Starter Movies*** are part-completed movies. You can edit them, add bits to them, change the dialogue, and so on. This is a handy way to learn how Moviestorm movies are assembled.

Saving movies

Saving

You should get into the habit of saving regularly. Movies can get big and complicated, and you really don't want to lose everything in the event of a crash, power failure, or alien invasion. Click the save button in the top left-hand corner of the screen.

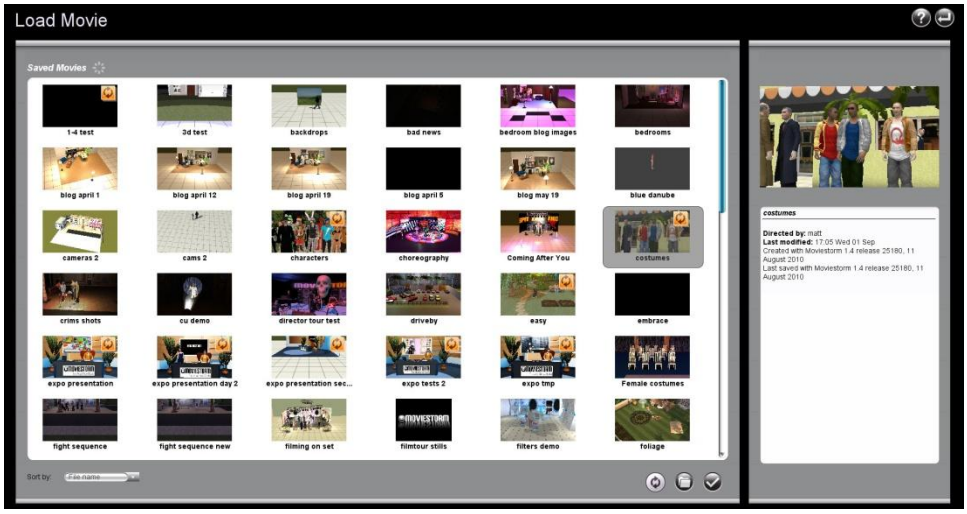
Save As...

By the save button is a small triangle. Click this to save your movie with a new name. This is handy if you like where you've got to, but want to try some experiments.

Backups

Moviestorm will autosave your movie every so often. This is useful for those moments when you realize you've forgotten to press the save button! You can change the autosave frequency from the settings on the main menu.

Loading movies



From the main menu, click the ***Load Movie*** button. You'll now see all the movies you've made and stored in your personal movie folder. Double-click it (or click and select the check mark) to load the most recent version of the movie.

If a movie has an icon in the upper right of the image, that means there are backups available. Click the backups icon to load one of the backups instead.

You can use the folder icon next to the check mark to load a movie that's held somewhere other than your personal Moviestorm folder.

Creating movies with more than one scene

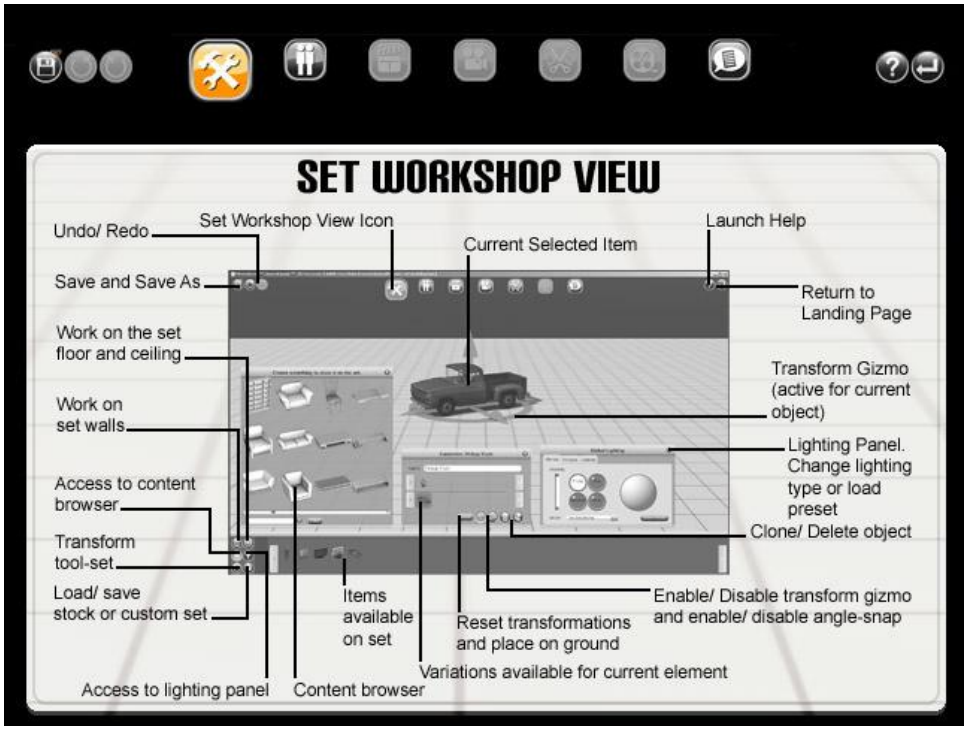
When a movie is created, it only has one scene in it. This is fine for shorter movies, but you'll soon find that you need more.

Click on the script button on the top right, and then the + button to add a new scene. Give it a name so it's easy to find. Your new scene has all the same characters as your first scene, but it can take place in a different set.

You can switch between scenes using the script panel. Click on the scene you want to work on. You can also reorder or delete scenes.

Set workshop

The Set Workshop is where you create your sets. You can use the stock sets supplied with Moviestorm, and customize them if you wish. If you prefer, you can build your sets from scratch: interiors, exteriors, everything from the living room to alien planets.


SET WORKSHOP VIEW
Undo/ Redo
Set Workshop View Icon
Current Selected Item
Launch Help
Save and Save As
Return to Landing Page
Work on the set floor and ceiling
Transform Gizmo (active for current object)
Work on set walls
Lighting Panel. Change lighting type or load preset
Access to content browser
Clone/ Delete object
Transform tool-set
Load/ save stock or custom set
Items available on set
Enable/ Disable transform gizmo and enable/ disable angle-snap
Reset transformations and place on ground
Variations available for current element
Access to lighting panel
Content browser

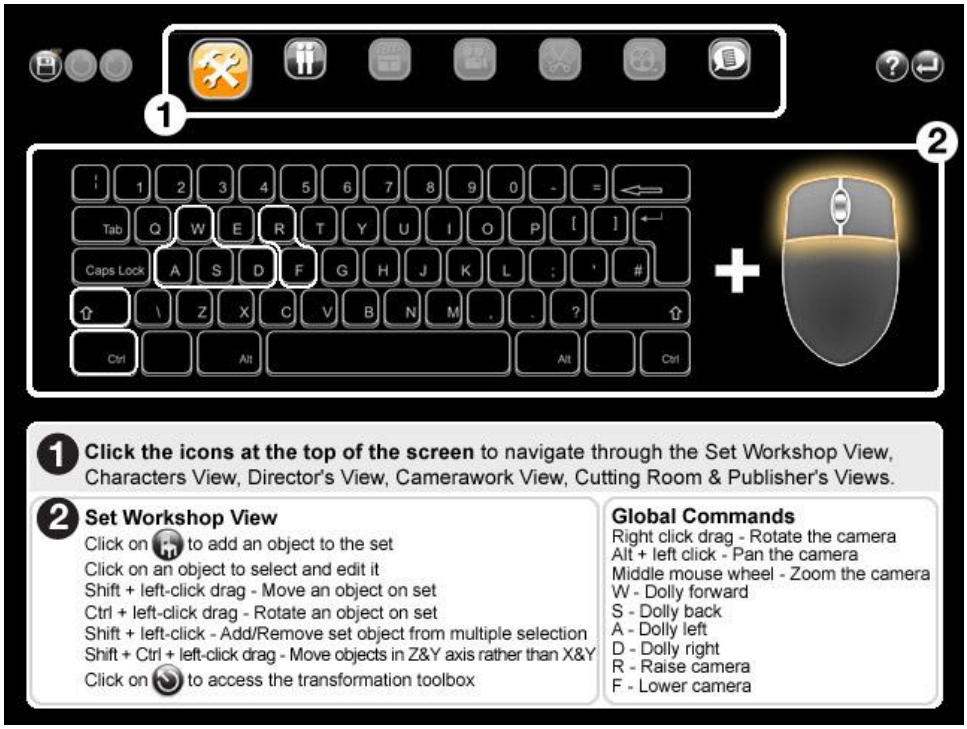
Choosing a stock set

When you create a new movie or a new scene, the first thing you will need to do is choose a set to start with. You'll see different options depending on what you have available. Click on a set to select it.

One of the available sets is an empty set, so you can start from scratch.

Click the check mark to enter the Set Workshop and customize your selected set. If you want, you can skip this stage now, start directing, and then build the set later when you know how your scene is going to work.

Navigating around the set


1
2
1 Click the icons at the top of the screen to navigate through the Set Workshop View, Characters View, Director's View, Camerawork View, Cutting Room & Publisher's Views.
2 Set Workshop View
Click on to add an object to the set
Click on an object to select and edit it
Shift + left-click drag - Move an object on set
Ctrl + left-click drag - Rotate an object on set
Shift + left-click - Add/Remove set object from multiple selection
Shift + Ctrl + left-click drag - Move objects in Z&Y axis rather than X&Y
Click on to access the transformation toolbox
Global Commands
Right click drag - Rotate the camera
Alt + left click - Pan the camera
Middle mouse wheel - Zoom the camera
W - Dolly forward
S - Dolly back
A - Dolly left
D - Dolly right
R - Raise camera
F - Lower camera

Use the keyboard controls or mouse to navigate around the set as shown above.

Basic building: walls, doors, windows, floors & ceilings

The top two icons in the Set Workshop build panel are for walls, ceilings and floors.

Walls

Create walls by clicking on the ***Wall*** tool. Click on the floor of the set, and then drag to where you want the wall to end. Walls can be at any angle, they don't have to follow the grid lines.

Click on a wall to add wallpaper or color, or to delete it.

Doors & windows

Add doors and windows by clicking on the ***Doors*** tool. Select the door or window from the panel and click on the wall where you want it to go.

Click on a door or window to customize or delete it.

Floors

Add floor colorings by clicking on the ***Floors*** tool. Select a pattern from the panel and drag over the area you want to color.

Ceilings

Add ceiling colorings by clicking on the ***Ceilings*** tool. Select a pattern from the panel and drag over the area you want to color.

Ceilings can only be seen from below once you get on set and start directing or filming. If you look from above a ceiling, the camera can't see it. In the Set Workshop, you can toggle the ceiling on or off. This only affects the Set Workshop, it doesn't affect how your set appears elsewhere.

Props and set dressing

Adding props

To add a prop, select the props button. This will bring up the props catalog. You can filter it by searching for specific objects (e.g. "chair") or by using the tags to find specific classes of object ("ornament") or add-on packs ("Criminals").

If a prop is locked, you don't have a license for it, and will need to buy or renew one.

Click on the prop you want and then click on the set where you want it to appear.

Moving props

Select a prop, then move it as follows:

Hold down CTRL and drag to rotate it
Hold down SHIFT and drag to move it
Hold down ALT while SHIFT-dragging to change stacking behavior (if it didn't stack, now it does, and vice versa)
Hold down SHIFT and CTRL and drag to raise and lower it

When an object gets near a wall, it will snap to the wall.

You can get more flexibility using the "gizmo". Select the gizmo tool in the prop customiser, then use the rings to rotate an object or the arrows to drag it. With the gizmo, you can place an object at any angle, anywhere in space.

Cloning props

You can also add props by cloning them. Select the ***Clone*** tool from the Transform tools and click on any prop to clone it, then place it as above. When you clone a prop, you get an exact copy, including any customization you've already done on it.

Customizing props

Most props have customization options. Click on the prop to bring up the customizer. This may allow you to do things such as:

Scale the prop to make it larger or smaller;
Choose between different variants of the prop;
Add color to the prop (or parts of the prop);
Add custom images to a prop;
Clone a prop.

Deleting props

You can delete most props from their prop customizer. If that's not available, you can select the ***Delete*** tool from the Transform tools and click on any prop to delete it.

Lighting

Main lighting

Click the ***Lighting*** tool to bring up the main lighting panel. You can select from several preset lighting setups, or create your own.

Lighting objects

Some props, such as street lamps or are also lights. When you customize them, you can change the light settings. These are a lot more subtle and flexible than the main lights, and give you more control over the look of your film.

Sky

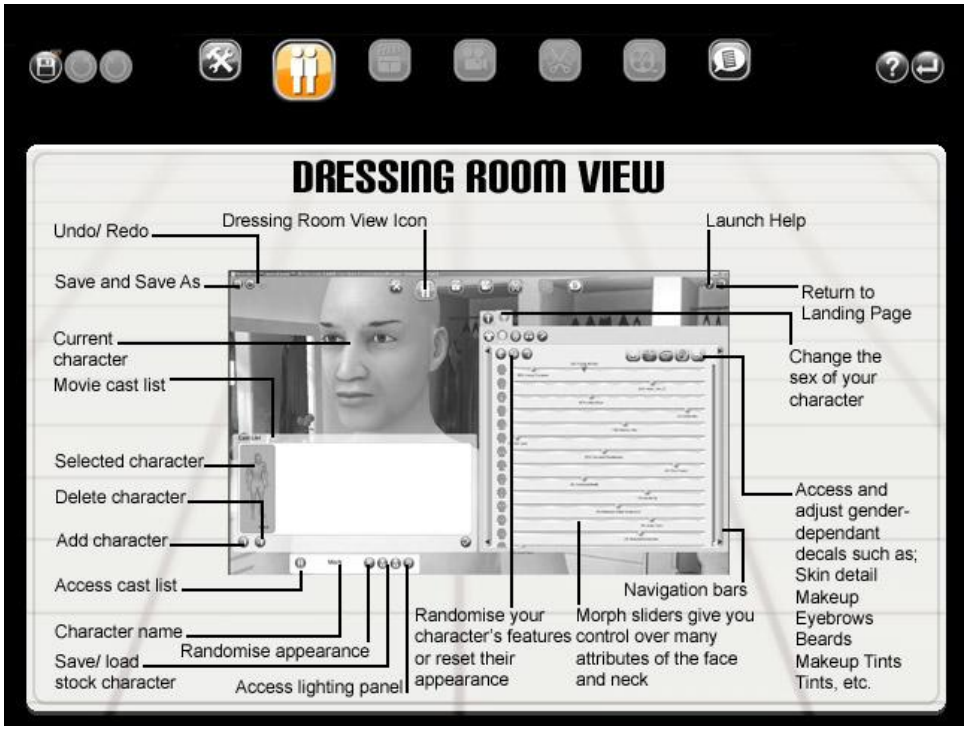
Change the sky by clicking on the ***Skies*** tool. Select the sky you want from the panel.

Saving a stock set

If you like your set and want to use it in other movies, you can save it as stock. It will then be available under ***My Sets*** when you pick a stock set.

Dressing room

The Dressing Room is where you create your cast. You can use the ready-made stock characters and customise them as much as you like. They can appear quite normal or quite grotesque - it's up to you!


DRESSING ROOM VIEW
Undo/ Redo
Dressing Room View Icon
Launch Help
Save and Save As
Return to Landing Page
Current character
Movie cast list
Change the sex of your character
Selected character
Delete character
Add character
Access and adjust gender-dependant decals such as; Skin detail Makeup Eyebrows Beards Makeup Tints Tints, etc.
Access cast list
Navigation bars
Character name
Randomise your character's features or reset their appearance
Morph sliders give you control over many attributes of the face and neck
Randomise appearance
Save/ load stock character
Access lighting panel

The cast list

Access the cast list to see all the characters in your movie. Select a cast member to delete or edit them, or press ***Add Character*** to create a new character

Creating characters

Moviestorm provides you with a lot of quick ways to create characters. This is fine when you're starting out, or for minor background characters, but you'll probably want to spend more time on your lead characters.

Using stock characters

Click the ***Stock*** button to see a selection of ready-made characters you can use right away.

Creating random characters

Click the ***Random*** button to get a random character. Some work better than others...!

Changing gender

Use the ***Male/Female*** buttons to switch gender.

Costumes

Select the ***Costumes*** tab and then pick a costume.

Click on different parts of the costume to customise it. You may be able to select different patterns or colors. Not all costumes are customisable.

Faces

Select the ***Faces*** tab. You can select ***Randomise*** to generate a random face, or you can set it up manually. This involves several stages.

Drag the morph sliders to control the shape of the face.
Alter the skin tone (this will affect the rest of the body)
Add skin details such as pimples or freckles
Define the eyebrow shape and color
Add make-up
Add facial hair (male only)
Add special effects such as scars, tears or wounds

Hair

Select the ***Hair*** tab and then pick a hairstyle. Note that the hat is part of the hairstyle.

Some hairstyles have morph controls allowing you to change the length or volume of the hair. Most hairstyles allow you to change the color of the hair.

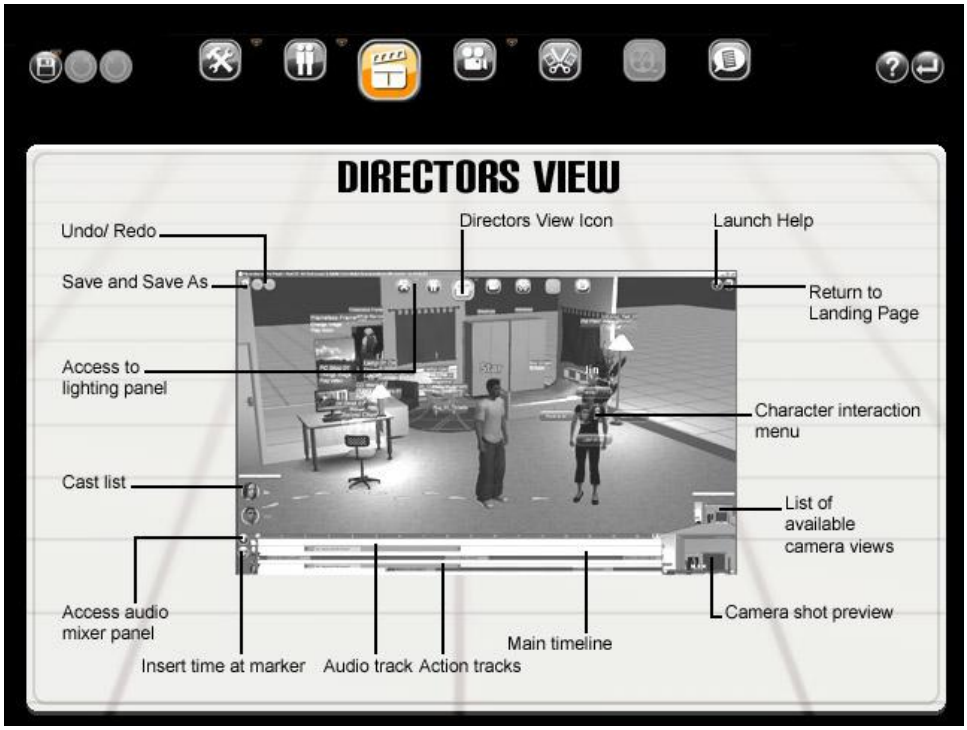
You may also be able to customise the hat by clicking on it.

Accessories

Select the ***Accessories*** tab and then click on an item to put it on or take it off. Characters can wear more than one accessory. You will need to check they don't interfere with each other - make sure they're only wearing one pair of glasses!

Director's view

The Director's View is where you will probably spend most of your time. This is where you tell your cast what to do - where to go, what to say, how to behave, and so on. The more effort you spend in here, the better your movie will be!



Basic Moviestorm directing techniques

Although directing seems quite complicated at first, there are only three basic techniques you need to know. It's then just a matter of learning all the different things your actors can do and how to get the best out of them.

First, select an actor.
Next, click on an object or person to make your actor interact with it. If you click on the selected actor, they will do something by themselves. This will create an activity in the timeline.
Click on activities to edit them, delete them or move them.
Repeat until you've finished your scene!

Selecting an actor

On the left of the screen is the cast list. Click on an actor in the cast list to select them. Their name will get big to show you they're selected.

Alternatively you can right-click on an actor to select them.

Placing an actor on set

Click on the floor and select ***Place Here*** from the menu. The character will appear on set at that time.

Remember to check the timeline - if you're part-way into a scene, the character will appear as if by magic!

You can also click on a chair or similar object and select ***Sit***, and the character will start the scene by sitting down.

Interacting with other characters

Click on another character. This will bring up a menu of all the things the two characters can do. What you get will depend on what add-on packs you have: they could, for example, shake hands, kiss, or fight.

The lead character will move to the secondary character to do the activity: this will place a walk activity on the timeline as well as the interactive activity.

Some activities, such as fighting, will bring up a custom interface that allows you to give more precise directions.

Some activities may require the characters to be in a specific state before they are available. For example, "cuddle in bed" is only available when both characters are in a bed and not doing something else, such as reading a book.

Interacting with the set

Click on a set object. This will bring up a menu of all the things the characters can do with that object. What you get will depend on what add-on packs you have.

The lead character will move to the object to do the activity: this will place a walk activity on the timeline as well as the interactive activity.

Some activities will bring up a custom interface that allows you to give more precise directions.

Some activities may require the character or object to be in a specific state before they are available. For example, "close window" is only available when the window is open.

Not all objects can be interacted with. Some are just static (though you can always look or point at an object). To see what objects are interactive, use the **i** button to the left of the timeline or press F2 to display all available interactions.

Moving

Click on the floor and then select ***Move Here*** from the menu. This will place a mark on the set, and the character will now walk to it. He will open any doors in between, but will walk through other characters or props. (This is actually quite useful at times: if you're in close-up, you sometimes need characters to be in impossible positions. On a real set, you'd move the furniture for the shot. In Moviestorm, you don't have to.)

Click on the walk activity on the timeline to customise it. You can adjust the speed and the gait to make the character run, jog, and so on.

Move the timeline partway through the walk, and drag the character to put waypoints into the walk path.

Click on the mark and drag with SHIFT or CTRL to move or rotate it.

Speaking

Click on the selected actor and choose ***Say*** from the menu. This brings up the dialog controller.

If you have a microphone, you can record your lines straight into Moviestorm. Press ***Record*** to start recording, and ***Stop*** when you're finished.

If you have lines you've recorded externally, you can load them in.

Actors in Moviestorm lip sync automatically. However, you get much better results if you type the lines into the text field. You can adjust the amount of mouth movement and the volume using the sliders.

If you want to have a character singing over a piece of music, try singing or speaking the lines into Moviestorm at the right speed, then turn the mouth movement up and the volume down. She'll now move her mouth in time to the music, and nobody will hear your vocals!

Using props

Click on the selected actor and choose ***Use Prop*** from the menu. This brings up the props chooser.

Select a prop, and this will bring up the props controller. You can add prop activities as you wish.

Some prop activities may require the character to be in a specific state before they are available. For example, "talk on phone" is only available when the character is already holding the phone. You may need to chain several activities together to get to the activity you need.

Getting emotional

Making your actors really *act* is one of the key skills of a good director, and Moviestorm is no exception. Spend as much time as you can applying animations to your actors to get them to convey emotion. Some may be quite subtle, and you may only notice them in close-up. Others are much more dramatic!

Posing

Click on the selected actor and choose ***Posture***. The character will adopt that posture, such as kneeling, lying down, or slouching in a chair.

Some postures require characters to be in a specific posture already, or may require them to be using a specific prop.

Changing mood

Click on the selected actor and choose ***Change Mood***. This brings up the mood controller. Select a mood from the list. This will affect both the character's facial expression and the way they act. They will improvise occasional gestures that show their mood.

Turning off improvisation

Sometimes, the improvisation gets in the way and you want to take complete control over your actors. Open up the script panel, go to ***Settings***, and turn off the improvisation. Now they'll only do exactly what you tell them. Note that even if you turn improvisation off, they'll still continue to breathe and blink automatically.

Gestures

Gestures are the most powerful of Moviestorm's dramatic controls. Click on the selected actor and choose ***Gesture***. This brings up the gesture controller (known as the "gesturiser"). Add as many gestures as you want. Actors can perform several gestures at once (look around, wave their hands, and step back in horror, for example).

Watching the action

Use the player controls at the lower right to play, pause, rewind or fast forward the scene. You can also drag the timeline marker to a specific point on the timeline.

Editing the timeline

The timeline doesn't show everything that's going on. To see the activities for an actor or prop, select them, or click on them when another actor is selected.

Moving activities

Select an activity and drag it to move it to a new point on the timeline. Sometimes this may give unusual results or Moviestorm may even prohibit you from doing this to prevent inconsistencies. For example, you can't move a "Stand Up" activity to a point before the character has actually sat down. Some activities can be combined (for example, an actor can walk and talk at the same time), others can't.

Deleting activities

Select an activity and click ***Delete*** to remove it from the timeline. Be careful of unexpected or unwanted side-effects: if you delete one of a series of moves, the following move will take a different path and the duration will be affected. This may also affect any camerawork you already have set up.

Customizing activities

Select an activity and click ***Customize*** to bring up additional options. Not all activities can be customized.

Changing the duration of activities

You can drag the end of some activities to change their duration. In some cases, the actor will repeat the action until the end of the activity, in other cases the speed of the activity will adjust to fit the new duration. This does not work for all activities.

Inserting time

Sooner or later you'll realize that you need to add a bit into the beginning of a scene. Rather than move all the activities you've created so far, you can add in some extra time. Put the timeline marker where you want the extra time to appear, and click the ***Insert Time*** button. If you insert time partway through an activity, Moviestorm will do its best to compensate, though you may have to adjust some things manually.

Advanced techniques

Hiding objects

Most objects on the set can be hidden. This means they'll appear on set, but the camera won't see them. This is really useful when, for example, there's a tree in the way of your shot. You can unhide objects when you want them to show again.

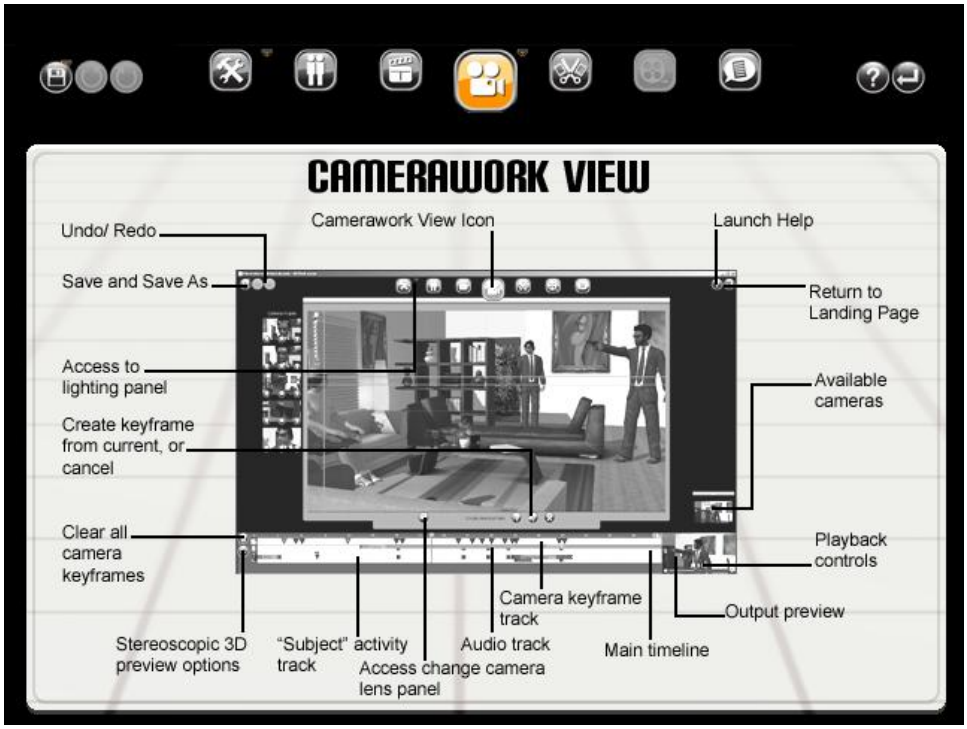
Moving props

Some props, such as cars, can move by themselves. Drag the prop to a new position, and it will move there. You can customize the movement by adding waypoints as you do with actors, or by adjusting the duration to change the speed.

Filming: the Camera view

A movie's not a movie until you film it. This is where you set up your shots. It's not the final stage, though. You'll be able to edit your clips in the Cutting Room later.

Moviestorm's cameras are a little different to what you may be used to from games or other animation tools. They take a bit of getting used to, but once you've understood how they work, you'll find them faster and easier than other ways of working.



Framing your shots

The key to Moviestorm camerawork is that it doesn't matter where the camera is. Moviestorm will work that out for you. **What matters is what you see on the screen.**

You compose a shot by moving the items on the screen into the position you want them to appear. So, if you want a close-up on your lead character, you select the lead character, resize his image until it's as big as you want it, drag it until it appears in the right place on the screen, and rotate around until you get the angle you want. Then you set that shot.

One-shots

The shot you'll use most often is probably a one-shot. This means the shot is aimed at one person on screen; although there may be others. Double-click on a person, and you'll see three yellow framing lines and the camera controls appear.

Use the scroll wheel to get the person larger or smaller in the frame. The framing lines will adjust to mark different parts of their body depending on how close you are.
Drag the horizontal framing lines for finer control on the size and placement.
Drag the vertical framing line to move the person left or right in the frame
Drag any other part of the image to rotate left/right or up/down.

Target shots

When in framing mode, click on anything on the screen. This now becomes your target. It can be a person, a tree, a building, anything. If you select a person, you can focus on a hand, a foot, or some other part of the body. The yellow framing lines will now disappear.

Use the scroll wheel to get the target larger or smaller in the frame. The framing lines will adjust to mark different parts of their body depending on how close you are.
Drag the target to place it where you want on the screen.
Right-click and drag any other part of the image to rotate left/right or up/down.

Free shots

When in target shot mode, click to get a free shot. This has no target, but puts the camera in position. This is more like controlling a camera in a game by using first-person view.

Drag with the left mouse button to move left/right and backwards/forwards.
Drag with the right mouse button to "look around".
Use the yellow triangles to tilt the screen

Click again on an object to get a target shot, or double-click on a person to get a one-shot.

Re-using shots

On the left of the screen are your preset shots. There's one view for each character plus any other targets. Click on that view to reuse a shot in your library. You can scroll through the shots or open the library for that target using the arrow keys.

The important thing about reusing shots is that it's not dependent on where the character is or where the camera was. It's the same *camera angle*. If you created a profile shot of your character earlier in the scene, you can get a matching profile even if she's now in a different place or sitting down.

Keyframes: cuts and moves

Once you've got your shot framed the way you want it, click the cut or the move button to create a keyframe.

If you create a cut, the camera will jump to the new shot; if you create a move, it will start moving at the previous keyframe and stop in the new position. If you want to hold a shot for a while and then start moving, you will need to add in an extra keyframe to mark the start of the move. This is where re-using shots becomes invaluable!

Deleting and editing keyframes

Click on a keyframe in the timeline to bring up the menu and delete it.

You can move keyframes along the timeline by dragging them. This can sometimes produce odd results, particularly if you drag keyframes out of sequence, so experiment until you're comfortable with this.

Advanced camera tools

In framing mode, click the lens tool. You can now adjust the lens (zoom or wide-angle), and the focus. This gives additional control over the composition of your shots and allows you to draw the viewer's attention to particular parts of the screen.

Lighting in the camera view

By the set icon at the top of the screen is a triangle that brings up the set sub-menu. This allows you to change the main lighting on the set and see the effects immediately in the camera view.

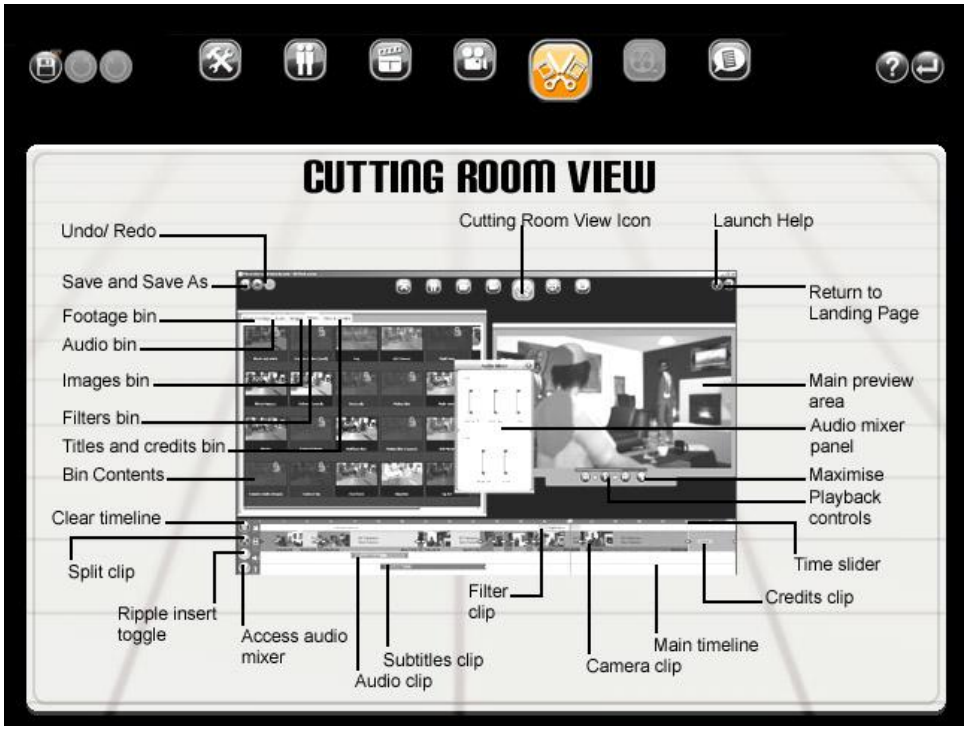
Working with multiple cameras

You can usually do everything with just a single camera and using cuts to get to new positions, but occasionally it's useful to have several cameras. By the camera icon at the top of the screen is a triangle that brings up the camera sub-menu. This allows you to create a new camera. You will then have access to the footage from both cameras in the Cutting Room.

Switch between cameras using the camera list on the right of the screen.

Editing: the Cutting Room

The Cutting Room is where you assemble your movie. You edit your footage, apply visual effects, add music and sound effects, and build the title sequence and credits. If you want subtitles, you can add those too.



Autogenerating a movie

The easiest way to create a movie is to press ***Autogenerate Movie***. This will add all your clips, and a basic title and credits sequence. If you've only got a very simple movie, this is a good way to get started. However, you'll soon find you want to do much more!

Playback

You can preview your movie as you build it up using the playback controls. The large arrows move to the start and end of the movie, the small arrows jump to the next edit on your timeline. Playback can be a little jumpy in preview mode, but this won't come out in the final render.

The button at the end allows you to preview your movie full-screen.

In full-screen mode, you can also preview it in 3D.

Adding clips

You can quickly add everything you've done to the timeline by pressing ***Add all clips***. If you've got several scenes in your movie, it will add them all in order. You can also add all the clips in a scene.

If you prefer to do it manually, you can drag clips one at a time into the timeline. If you drag a clip on top of another clip, Moviestorm will insert it before the clip that's already there.

You can duplicate a clip that's already in the timeline: click on it to get the menu and select ***Duplicate***.

Moving clips

To move a clip, drag it on the timeline to the new position. You can't have blank space in the video track, so Moviestorm will close up any gaps automatically. If you need blank space, add a still (see below).

Editing clips

Place the timeline slider at the point where you want to split a clip, and then press the scissors button. This will cut the clip in two, and you can now move each part individually.

At the start and end of each clip is a small arrow. Drag that to trim the beginning and end of each clip. Note that if you trim the start, the end and all following clips will move back along the timeline to compensate.

Deleting clips

Click on a clip to get the menu and select ***Delete***. If the clip is used more than once, you can select ***Delete all instances*** to remove all copies of it.

Adding audio

First, you need to fill your audio bin with clips. Go to the ***Audio*** tab and click ***Import***. You can now choose any audio file on your computer. You also have quick access to the audio files included in Moviestorm content packs, or you can record audio directly if you have a microphone on your computer. This is particularly useful for voice-overs.

Once you have clips in your audio clip bin, drag them to the timeline.

Moving clips

To move a clip, drag it on the timeline to the new position. You can have blank space in the audio track, so other audio clips are not affected. You can have several audio clips simultaneously, which allows you to have background sounds, music, and sound effects all at once if you want.

Editing clips

At the start and end of each clip is a small arrow. Drag that to trim the beginning and end of each clip. Note that if you trim the start, the end will not be affected, unlike trimming video clips.

Deleting clips

Click on a clip in the timeline to get the menu and select ***Delete***.

Right-click on a clip in the audio clip bin and you can then remove it from the timeline or from the clip bin. Removing it from the clip bin also removes it from the timeline.

Audio mixing

Click on a clip to get the menu and select ***Customize***. You can now change the volume of that clip.

Click the audio mixer button to bring up the mixer controls. These affect the entire movie, so you may need to adjust individual clips as well. The ***Live*** controls affect the sound that comes with your movie footage, and the ***Post*** controls affect the sound you added in the Cutting Room.

Adding stills

Adding stills is sometimes useful for building up credits sequences, or for intertitles in silent movies.

First, you need to fill your image bin with images. Go to the ***Images*** tab and click ***Import***. You can now choose any image file on your computer. You can also create solid color images which are useful for background behind text. Black is a good way to insert space in a movie where you just have sound, particularly at the start.

Drag the image onto the timeline. It will be one second long by default.

You can edit, move and delete stills in the same way as clips (see above).

Adding visual effects

Visual effects make a huge difference to the style of your movie. To add an effect, open the ***Filters*** tab and drag the effect onto a clip. The filter will affect the whole clip, so if you only want to affect part of a clip (for example, if you want to add motion blur to a punch in a fight, split the clip to isolate the part you want to affect. You can immediately see the effect of your filter in the playback window.

You can only have one filter on each clip.

Editing filters

Some filters, such as the *Bleach Bypass* can be modified. Click on them in the timeline and bring up the menu. If there is a ***Presets*** option you can use this to get different versions of the filter.

Deleting filters

Click on a filter in the timeline to get the menu and select ***Delete***.

Adding text

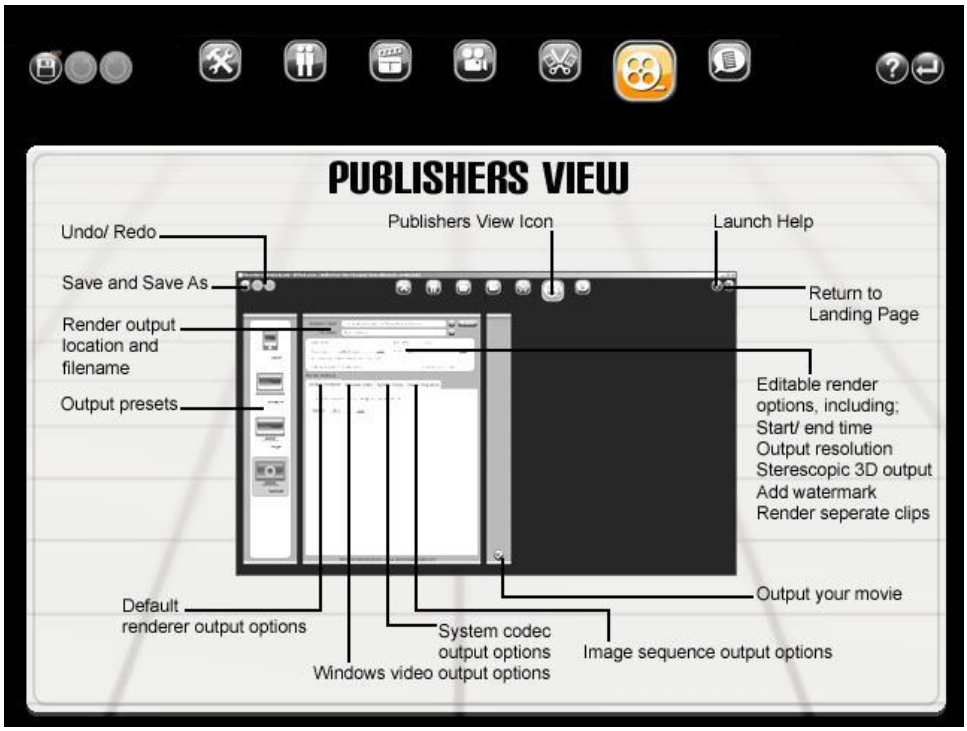
To add text to your movie, open the ***Titles & credits*** tab and drag a template onto your timeline. The templates determine where the text appears and whether it moves.

If the template has an image behind it, the text will be overlaid onto your movie. If the template has a solid background, it is a clip, and will be inserted into your movie. You can have more than one text overlay at a time if you want.

You can adjust the size, font and color of your text as you wish.

Final production: the Publisher's view

The Publisher's view allows you to render your movie in a variety of settings. When you're finished, you can then upload your movie directly to the Moviestorm Web site or to YouTube, or you can import it into your preferred video editing tools and keep working on it.



Rendering your movie

On the left of the screen are the settings for rendering. The smaller settings create smaller files and render quicker, but don't look as good. Experiment to see what works best for you. If you're just doing a quick test, or you're only going to be viewing on a small screen such as a phone, then the small setting may be adequate. However, if you want to get the best quality and you don't mind waiting or creating large files, then go for the large setting or even a custom setting. However, some video sites have file size limits, so be careful not to overdo it if you're making a long movie.

Custom settings

In the custom settings, you can choose where to put the file and what to call it. You also have control over the image size (up to 1920x1080, which is 1080p if you're used to HDTV terminology), frame rate (up to 150fps so you can do slow-motion sequences), and start/end points. You can choose your preferred video formats and codecs, render as a sequence of still images, and so on.

You can also opt to remove the Moviestorm watermark that appears at the bottom left of the video.

Uploading your movie

When your movie has finished, you can watch it by pressing ***View Movie***. If you want to go back and work on it some more, you can. You can change anything you like - the costumes, the cameras, the lighting, the music even add new scenes.

If you want to access the movie file directly, you can click on the filename just after the *Finished Rendering* in the bottom panel. You will normally find it in the ***Movies*** folder of your personal Moviestorm directory. There's a folder for each movie you create.

If you're happy with your movie, you can upload it straight to Moviestorm or YouTube. You'll be asked for some details, then just sit back and wait while it goes up. It may take a while to upload, and it may take a bit longer while the Web site processes your video, so don't get impatient and post it again unless you're sure it's failed.

Making 3D movies

Making 3D movies is just as easy as making a normal movie. When you render your movie, choose a custom setting, and then check the 3D option. This will generate a somewhat odd-looking version of your movie with the left and right images next to each other, and slightly squashed. Don't worry: this is how YouTube processes 3D movies.

When you upload your movie to YouTube, you'll need to enter the following tags so YouTube knows it's a 3D movie. It'll resolve into one single image with the left and right overlaid onto one another properly.

yt3d:enable=true yt3d:aspect=16:9 yt3d:swap=true

If you upload your 3D movie directly from Moviestorm, it'll add the tags for you.

Now watch it with your 3D glasses on, and see things pop out at you!

More useful information

At any time, you can press the help icon in the top right hand corner of Moviestorm to bring up the help system.

In the main Moviestorm folder, you'll find a handy "cheat sheet" you can print out that will remind you of the controls in each view and the keyboard controls. You can also access this from the help system inside Moviestorm. If you fold it into a triangle, you can keep it by your keyboard as quick reference.

On the Moviestorm Web site, you'll find several ways to get help if you need it:

Video tutorials: the easiest way to learn Moviestorm is by watching the video tutorials, *Moviestorm Made Easy*. Each one is just a few minutes long, and focuses on a specific tool, technique or effect. They're also available on YouTube and Facebook.
Forums: ask the Moviestorm community for help. The Moviestorm support team check the support forums every working day (Mon-Fri, excluding UK holidays), and aim to respond within a day.
Support Web site: there's more useful information at http://support.moviestorm.co.uk/, including an FAQ, technical information, and data on known issues. You can discuss issues with the staff and with other users, or you can opt for your discussion to remain private. Private discussions are only visible to yourself and the support staff.
Email support: support.team@moviestorm.co.uk
Wiki: there's a growing wiki for useful Moviestorm information on http://wiki.moviestorm.co.uk/. This is created and maintained by Moviestorm users, and includes a lot of unofficial but very handy information! This also includes a section on Moviestorm modding, so that you can create your own add-on packs.

(Please don't post support queries on YouTube, Facebook, or other external sites. These aren't monitored by the support team, and you'll only get referred to contact the support teams using one of the methods above.)

Moviestorm on the Web

You'll also find information about Moviestorm, and the best user-made movies on the following sites:

Facebook: http://www.facebook.com/Moviestorm
YouTube: http://www.youtube.com/Moviestorm
Vimeo: http://vimeo.com/channels/moviestorm
Twitter: http://twitter.com/Moviestorm
MySpace: http://www.myspace.com/Moviestorm

Appendix I: recommended system specifications

Windows

Minimum specifications:

Microsoft Windows 2000

A PC with 1.5GHz processor

1GB of RAM

5GB of available hard disk space

A 32-bit color display, capable of 1024×768 pixels resolution

A 56k (dial-up) internet connection

A 3D-capable graphics card with the latest OpenGL drivers.
Your card should support DirectX 9 and Shader Model 2. We recommend at least a NVIDIA 5200 or equivalent.

Recommended specifications:

Microsoft Windows XP, Vista or Windows 7

A PC with 2.4GHz processor

2GB of RAM

10GB of available hard disk space

A 32-bit color display, capable of 1280×960 pixels resolution

A broadband internet connection

A 3D-capable graphics card with the latest OpenGL drivers.
Your card should support DirectX 9 and Shader Model 3. We recommend at least a NVIDIA 7600 or equivalent.

Mac

Recommended specifications:

Intel Macbook Pro or better

MacOS X 10.4 (Tiger) or 10.5 (Leopard)

A broadband internet connection

The nVidia Cg toolkit (supplied with Moviestorm; also available free from nvidia.com) ***This is required even if you do not have an nVidia graphics card.***

Appendix II: default mouse controls

*For the Mac version of Moviestorm, use the **Command key** where the **Ctrl key** is listed below.* ⌘

Director's View	Set Workshop	Camera Framing
Rotate viewpoint.	Move an set object.	Select new camera target.
Pan viewpoint.	Rotate a set object.	Make a one-shot on selected character.
Center the viewpoint on the point you clicked, and then rotate the viewpoint.	Change stacking behaviour of a set object.	Adjust camera target's position within frame.
Zoom viewpoint in and out.	Customise a set object.	Rotate camera view.
Select an object- a thing to interact with	Rotate viewpoint.	Rotate free camera
Set the subject- a thing to do what you ask	Pan viewpoint.	Pan a free camera, or move a target or one shot in and out
Move an actor's mark on set.	Zoom viewpoint in and out.	

Appendix III: License agreement

Moviestorm User Agreement

GENERAL RELEASE VERSION

Effective from 29 July 2008

YOU ACKNOWLEDGE THAT YOU HAVE READ THIS AGREEMENT, UNDERSTAND IT, AND AGREE TO BE BOUND BY ITS TERMS AND CONDITIONS. YOU FURTHER AGREE THAT THIS IS THE COMPLETE AND EXCLUSIVE AGREEMENT BETWEEN THE PARTIES.

IT IS IMPORTANT THAT YOU CAREFULLY READ THIS NOTICE BEFORE OPENING OR INSTALLING THIS SOFTWARE. BY DOWNLOADING, INSTALLING, COPYING, OR OTHERWISE USING THE SOFTWARE, YOU AGREE TO BE BOUND BY THE TERMS OF THIS LICENSE AGREEMENT (the "AGREEMENT") WHICH CONSTITUTES A LEGALLY BINDING CONTRACT BETWEEN THE LICENSOR, (HEREAFTER "Moviestorm Limited"), AND THE LICENSEE, (HEREAFTER "YOU")

DISCLAIMER

THIS SOFTWARE IS GENERAL RELEASE SOFTWARE. THE GENERAL RELEASE SOFTWARE LICENSED HEREUNDER IS BELIEVED TO CONTAIN DEFECTS. LICENSEE IS ADVISED TO SAFEGUARD IMPORTANT DATA, TO USE CAUTION AND NOT TO RELY IN ANY WAY ON THE CORRECT FUNCTIONING OR PERFORMANCE OF THE SOFTWARE AND/OR ACCOMPANYING MATERIALS. USERS SHOULD NOT INSTALL OR USE THE SOFTWARE UNLESS THEY ARE PREPARED TO TAKE A SMALL BUT REAL RISK THAT THE SOFTWARE FAILS TO PERFORM AS EXPECTED OR WITH THEIR PARTICULAR COMBINATION OF HARDWARE DRIVERS OPERATING SYSTEM AND OTHER SOFTWARE. MOVIESTORM LIMITED DOES NOT WARRANT THAT PART-CREATED MOVIES OR PROJECTS CREATED IN THIS OR EARLIER VERSIONS OF THE SOFTWARE WILL WORK AS INTENDED IN LATER OR UPDATED VERSIONS OF THE SOFTWARE, THOUGH IT ENDEAVOURS TO ARRANGE THAT THEY WILL IN MOST REASONABLE CASES.

---

1 **THIS AGREEMENT**

1.1 Moviestorm Ltd formerly trading as Short Fuze Ltd.

1.2 You are the Licensee

1.3 This Agreement applies only to the Software known or labelled as "Moviestorm General Release Version" as above; it does not apply other Moviestorm products or services.

1.4 In this Agreement the phrase "software" means the computer programs above and all associated media, printed materials, "online" or electronic documentation and bundled software. Your copy of the programs may include Moviestorm Limited's freeware machinima creation program "Moviestorm General Release Version" as well as any derivative software distributed by Moviestorm Limited, and associated digital assets (props, characters, sounds, music, sets, textures, animations, etc). If so, this definition of "the Software" shall be deemed to include Moviestorm.

1.5 The Software is licensed, not sold, to You for use only under the terms of this Agreement, and Moviestorm Limited and its licensors reserve any rights not expressly granted to You. Your rights of ownership are limited to the media on which the Software is recorded or fixed.

1.6 By installing, copying or otherwise using the Software, you agree to be bound by the terms of this Agreement. If You do not agree to the terms of this Agreement You must not use the Software and must immediately delete any and all copies of the Software in Your possession.

1.7 You agree that it is a term of your use of this software that you will only use assets (where assets are such digital content as characters, props, sets, animations, effects, textures and music) that are purchased, procured or otherwise sourced from, or directly approved by, Moviestorm Limited. While you may create assets for your own private use, you may not create, distribute, sell or profit from such assets for use by any other persons in the Software without permission from Moviestorm Limited. ()

1.8 PUBLISHER'S LICENCE If You wish to participate in the market for assets or wish to create, distribute and / or profit from the sale of assets, You must apply to Moviestorm Limited for a Publisher's Licence. A Publisher's Licence will enable You to use the Modders Workshop and other official modification tools (collectively, Modders' Tools). Use of Modders' Tools is entirely without warranty. Use of Modders' Tools is covered by a separate User Agreement, the acceptance of which does not affect this Agreement. The Modder's Tools User Agreement will be provided to You when Your Publisher's Licence is granted. You are required to accept the Modder's Tools User Agreement in order to use the Modder's Tools.

2 GRANT OF LICENSE

2.1 Moviestorm Limited hereby grants to You the following non-exclusive rights in respect of the Software subject to Your fulfilment of the relevant criteria and your understanding of and agreement to the disclaimer about GENERAL RELEASE SOFTWARE above. The rights granted to You are personal and non-transferable.

2.2 GENERAL RELEASE VERSION. This version is General Release but may contain bugs or have unfinished features that are fixed or changed in versions released after this version. You are advised to register on the Moviestorm website www.moviestorm.co.uk and check for newer versions. You may use the General Release version of the software without charge for an unlimited period or until termination as in clause 8. You may upgrade to later versions by registering on the Moviestorm website www.moviestorm.co.uk on the terms applicable at the time you upgrade. Upgrade versions may require you to pay and/or obtain a License number which will unlock any locked or disabled functionality in the relevant version of the Software.

2.3 REQUIREMENT TO REGISTER WITH MOVIESTORM LIMITED. Some or all of the features of the Software will only be available to You if you have correctly registered as a user of the software through the mechanism provided on the website at www.moviestorm.co.uk . You are required to give a verifiable email address and create a user name as a condition of use. Separate terms and conditions for using the website will be notified to You at the point of registration.

2.4 SERVICE PASSWORD AND SECURITY: To register for and access the Moviestorm Limited website and the Software You will need to supply Your email address and create a password. You agree that You are responsible for maintaining the confidentiality of the password and Account. Further, You agree that You are fully responsible for all activities that occur under Your password or Account. If there is any unauthorized use of Your Account or password, You agree to immediately notify Moviestorm Limited and take reasonable steps to prevent such activity from continuing. You agree to close the applicable Internet browser window when You are finished using the Software. Moviestorm Limited cannot and will not be liable for any loss or damage arising from Your failure to comply with this Section.

2.5 SINGLE USER LICENSE: You may use the Software on multiple computers for Your personal, educational or business use PROVIDED THAT You have obtained this copy of Moviestorm from an authorized download site and have registered the software for use with Moviestorm Limited. Under this Single User License You may also install the Software on multiple computers, for example a home computer and laptop, provided that You are an authorized user of the computer(s) and that you do not allow concurrent use of the Software by more than one individual.

3 YOUR OTHER RIGHTS AND OBLIGATIONS

3.1 This version of Moviestorm is a General Release version, if it is included in your copy of the programs, it may NOT be copied, distributed royalty free on any CD, Web Site, FTP Site, or made available in other "download area" without WRITTEN permission from Moviestorm Limited (which, for the avoidance of doubt, will only be given PROVIDED THAT You do not charge or request donations for any such distributed archives of the program.) All definitions are as defined in this agreement. In all cases You are advised to use only the latest version of the Software.

3.2 Save as expressly set out in this Agreement, You MAY NOT copy, reproduce, publish, rent out, lease, modify, create derivative works from the Software nor may You remove any proprietary notice, labels, or marks on the Software. Unless permitted by law, You MAY NOT modify, adapt, reverse-engineer, decompile, disassemble, create derivative works based on, or copy the Software.

3.4 You undertake not to export the Software or any part thereof to any country, person, entity or end user subject to any export restrictions applicable to You.

3.5 You undertake not to decrypt, reverse-engineer, bypass or otherwise disable the correct and intended function of any copyright protection, encryption or key exchange mechanisms in the Software.

3.6 It is expressly understood, acknowledged and agreed that you may, regardless of whether or not formally requested to do, provide to Moviestorm Limited reasonable suggestions, comments and feedback regarding the Software, including but not limited to usability, bug reports and test results, with respect to Software testing (collectively, "Feedback"). If you provide such Feedback to Moviestorm Limited, you shall grant Moviestorm Limited the following worldwide, non-exclusive, perpetual, irrevocable, royalty free, fully paid-up rights: (i) to make, use, copy, modify, sell, distribute, sub-license, and create derivative works of, the Feedback as part of any Moviestorm Limited product, technology, service, specification or other documentation (individually and collectively, "Moviestorm Limited Products"); (ii) to publicly perform or display, import, broadcast, transmit, distribute, license, offer to sell, and sell, rent, lease or lend copies of the Feedback (and derivative works thereof) as part of any Moviestorm Limited Product; (iii) solely with respect to Licensee's copyright and trade secret rights, to sublicense to third parties the foregoing rights, including the right to sublicense to further third parties; and (iv) to sublicense to third parties any claims of any patents owned or licensable by Licensee that are necessarily infringed by a third party product, technology or service that uses, interfaces, interoperates or communicates with the feedback or portion thereof incorporated into a Moviestorm Limited Product, technology or service. Further, you warrant that your Feedback is not subject to any license terms that would purport to require Moviestorm Limited to comply with any additional obligations with respect to any Moviestorm Limited Products that incorporate any Feedback.

3.7 EXPORT RESTRICTIONS: You agree that You will not export or re-export the Software or accompanying documentation (or any copies thereof) or any products utilizing the Software or such documentation in violation of any applicable laws or regulations of the United States, the European Union or the country in which You obtained them. In addition to the foregoing, none of the Software or underlying information or technology may be downloaded or otherwise exported or re-exported: (a) into (or to a national or resident of) Cuba, Iraq, Libya, Sudan, North Korea, Iran, Syria or any other country to which the European Union, the UK or the U.S.A has embargoed goods; or (ii) to anyone on the U.S. Treasury Department's list of Specially Designated Nationals or the U.S. Commerce Department's Table of Denial Orders. By downloading the Software or using the Software, You are agreeing to the foregoing and You are representing and warranting that You are not located in, under the control or, or a national or resident of any such country or on any such list.

3.8 TEXTURE RESTRICTIONS Some of the textures provided to You as part of the Software have been modified from suitable online texture sites. These images may not be redistributed by default. In the case of CGTextures.com, please visit www.cgtextures.com for more information.

4 RESERVATION OF RIGHTS

4.1 Save as expressly set out in this Agreement You MAY NOT copy, reproduce, publish, transmit, rent out, lease, modify, publicly display or publicly perform the Software nor may You remove any proprietary notice, labels, or marks on the Software.

4.2 Unless permitted by law, You MAY NOT modify, adapt, reverse-engineer, decompile, disassemble, create derivative works based on, or copy the Software. Specifically you MAY NOT extract unpack or remove any of the art assets, sounds, characters, props, sets, scenes, music or other materials contained in the Software except for Your use within the Software.

4.3 United States Government Restricted Rights. In the USA, the Software and Documentation are provided with Restricted Rights. Use, duplication, or disclosure by the government is subject to restrictions as set forth in subparagraph ©(f)(ii) of the Rights in Technical Data and Computer Software clause at DFARS 252.227-7013 or subparagraphs © (1) and (2) of the Commercial Computer Software-Restricted Rights at 48 C.F.R. S:52.227-19, as applicable.

5 INTELLECTUAL PROPERTY RIGHTS

5.1 The Software is protected by copyright and other intellectual property laws and international treaties. Title to, ownership of, and all rights (registerable or moral or otherwise) and interests in and to each and every part of the Software, (including all copyrights, trademarks, patent rights or any other intellectual property rights of whatever nature), and all copies thereof shall remain at all times vested in Moviestorm Limited or its licensors.

6 LIMITATION ON AND EXCLUSION OF DAMAGES

6.1 YOU CAN RECOVER FROM MOVIESTORM LIMITED AND ITS SUPPLIERS ONLY DIRECT DAMAGES UP
TO THE AMOUNT YOU PAID FOR THE SOFTWARE. YOU CANNOT RECOVER ANY OTHER DAMAGES, INCLUDING CONSEQUENTIAL, LOST PROFITS, SPECIAL, INDI RECT OR INCIDENTAL DAMAGES.

This limitation applies to:

anything related to the Software, services, content (including code) on third party Internet sites, or third party programs; and

claims for breach of contract, breach of warranty, guarantee or condition, strict liability, negligence, or other sort to the extent permitted by applicable law.

It also applies even if

repair, replacement or a refund for the Software does not fully compensate You for any losses; or

Moviestorm Limited knew or should have known about the possibility of the damages.

6.2 Some jurisdictions do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to You. They also may not apply to You because your country may not allow the exclusion or limitation of incidental, consequential or other damages.

7 LIMITED WARRANTY

7.1 LIMITED WARRANTY. If you follow the instructions, the Software will perform substantially as described in the Moviestorm Limited materials that you receive in or with the Software.

7.2 TERM OF WARRANTY; WARRANTY RECIPIENT; LENGTH OF ANY IMPLIED WARRANTIES. The limited warranty covers the software for one year after acquisition by the first user. If You receive supplements, updates, or replacement software during that year, these will be covered for the remainder of the warranty or 30 days, whichever is longer. If the first user transfers the software with the first user's copy of Machinima for Dummies (or any similar product on which Moviestorm is cover-mounted), the remainder of the warranty will apply to the recipient.

7.3
TO THE EXTENT PERMITTED BY LAW, ANY IMPLIED WARRANTIES, GUARANTEES OR CONDITIONS LAST ONLY DURING THE TERM OF THE LIMITED WARRANTY . Some countries or states do not allow limitations on how long an implied warranty lasts, so these limitations may not apply to You. They also might not apply to you because some countries may not allow limitations on how long an implied warranty, guarantee or condition lasts.

7.4 EXCLUSIONS FROM WARRANTY. This warranty does not cover problems caused by Your acts (or failures to act), the acts of others, or events beyond Moviestorm Limited's reasonable control. Specifically Moviestorm Limited disclaims and does not Warrant any movies or material that you create using Moviestorm.

7.5 REMEDY FOR BREACH OF WARRANTY. Moviestorm Limited will repair or replace the Software at no charge. If Moviestorm Limited cannot repair or replace it, Moviestorm Limited will refund the amount shown on your receipt for the software (but not the price of any other software or associated materials). It will also repair or replace supplements, updates and replacement software at no charge. If Moviestorm Limited cannot repair or replace them, it will refund the amount you paid for them, if any. You must uninstall the Software and return any media and other associated materials to Moviestorm Limited with proof of purchase to obtain a refund. These are your only remedies for breach of the limited warranty.

7.6 CONSUMER RIGHTS NOT AFFECTED. You may have additional consumer rights under your local laws, which this agreement cannot change.

7.7 WARRANTY PROCEDURES. You need proof of purchase for warranty service. For warranty service or information about how to obtain a refund for the Software please:

write to – Moviestorm Limited, 24 Cambridge Place, Cambridge, CB2 1NS, U.K.;

use the online web customer support page contained on www.moviestorm.co.uk

7.8 NO OTHER WARRANTIES. The limited warranty is the only direct warranty from Moviestorm limited and Moviestorm Limited gives no other express warranties, guarantees or conditions. Where allowed by your local laws, Moviestorm Limited excludes implied warranties of merchantability, fitness for a particular purpose and non-infringement. If Your local laws give you any implied warranties, guarantees or conditions, despite this exclusion, Your remedies are described in the Remedy for Breach of Warranty clause above, to the extent permitted by Your local laws.

7.9 LIMITATION ON AND EXCLUSION OF DAMAGES FOR BREACH OF WARRANTY. The limitation on and exclusion of damages clause above applies to breaches of this limited warranty.

7.10 This warranty gives You specific legal rights, and You may also have other rights which vary from country to country. If You are resident in the USA You may also have other rights which vary from state to state.

8 TERMINATION

8.1 In the event that You fail to comply strictly with the terms and conditions of this Agreement, this Agreement shall terminate forthwith without prejudice to any other remedies which Moviestorm Limited may have.

8.2 In the event that You wish to terminate this Agreement, You may do so at any time by ceasing to use the Software and/or uninstalling the Software. If You write to Moviestorm Limited terminating this agreement, You will also uninstall and cease using the Software.

8.3 You hereby agree that, in the event of termination of this Agreement for any reason, You will forthwith destroy or irretrievably delete all copies of the Software, including modified copies, in Your possession or control.

9 UPDATE POLICY

Moviestorm Limited may from time to time create updated versions of the Software and may, at its option, make such updates available to You either directly through the Software or by You manually downloading and installing them. Moviestorm Limited does not warrant that it will provide updates other than by downloading and installing a full current version of the Software.

10 SUPPORT

Support for this version is limited to that provided on the Internet or by email. There are no rights to any other support. Moviestorm Limited is under no obligation to provide technical support under the terms of this license, and provides no assurance that any specific errors or discrepancies in the Software will be corrected.

11 GENERAL TERMS

11.1 Irrespective of the country in which the Software was acquired the construction, validity and performance of this Agreement shall be governed in all respects by English law and You agree to submit to the exclusive jurisdiction of the English courts.

11.2 If any provision of this Agreement is found to be invalid by any court having competent jurisdiction, the invalidity of such provision shall not affect the validity of the remaining provisions of this Agreement, which shall remain in full force and effect.

11.3 No waiver of any term of this agreement shall be deemed a further or continuing waiver of such term or any other term.

11.4 This Agreement constitutes the entire agreement between You and Moviestorm Limited with respect to this transaction. Any changes to this agreement must be made in writing, signed by an authorized representative of Moviestorm Limited.

12 OWNERSHIP OF CREATED FOOTAGE

12.1 Worldwide, non-exclusive, perpetual, irrevocable, royalty free, fully paid-up rights to any and all footage created by You using the Software are hereby granted to You. Moviestorm Ltd makes no claim of ownership over this footage, with the exception of those claims set out in this Agreement.

12.2 By uploading a movie for hosting on the Moviestorm website (Moviestorm.co.uk), either through the web interface or directly from within the Software, you grant to Moviestorm Ltd the right in perpetuity to use your movie, in part or in whole, for the purposes of publicity. This includes, but is not limited to, exhibiting your movie on the Moviestorm website as a Featured Movie, redistributing your movie to other websites, distributing your movie on a magazine cover disk, distributing your movie as part of a Moviestorm showreel, and discussing your movie on weblogs and social media websites.

12.3 Where possible, credit will be given to You for any exploitation under the terms of Section 12.2, above.

12.4 You may forfeit ownership of footage as granted by 12.1, above, if the footage contains assets (video, image or audio) which infringe on the rights of a Third Party.

12.3 Any movie partially or wholly created using the Software must contain a Moviestorm credit. This credit should consist of either

the phrase "Made with Moviestorm", or

the Moviestorm lightning strike animation

12.4 By uploading a movie containing a Moviestorm credit (as detailed in 12.3, above) to a public website, or otherwise exhibiting said movie in a public place, you grant to Moviestorm Ltd the same rights to publicity and distribution as if the movie had been uploaded to the Moviestorm website as detailed in 12.2, above.

12.4 For the avoidance of doubt, absolutely no right of ownership or exploitation is granted to You for the models, animations, textures or other assets supplied with the Software, with the exception of rights granted within this Agreement. Use of these assets is granted to You for personal use only. This does not affect your rights to footage created by the Software, as detailed in 12.1, above.

12.5 All digital assets associated with the Software, and distributed by Moviestorm Limited, are for use solely to create movies within the Software, or as part of a creation process utilising additional third party software to that end. For the avoidance of doubt, these assets may not be extracted from the Software and used to produce movies or other media that that are not wholly or substantially created with the Software.

Should You have any questions concerning this Agreement, or if You desire to contact Moviestorm Limited for any reason, please:

write to – Moviestorm Limited, 24 Cambridge Place, Cambridge, CB2 1NS, U.K.;

use the online web customer support page contained on www.moviestorm.co.uk

You are notified that the Software is based on a technology that is or may be the subject matter of a number of pending patent applications and / or copyrights and / or trademarks and / or registered rights

EULASFL14112007HJYVDRG@1335

Appendix IV: Credits

Programming & QA

Pete Bratcher, Conor '*Travelodge*' O'Callaghan, Ivan Causey, Ryan Courtier, Ben '*Bengy*' Garrett, Julian '*Mr*' Gold, Richard '*Tank*' Goodley, alex '*lowercase*' gowland, Chris Heppell, Dave '*Haircut*' Holloway, Johnnie '*Awesome-face*' Ingram, Rhys '*Only the apprentice*' Kelland, Ross Kennedy, James Leighfield, Jonathan Lacy, Dave '*The Workaholic*' Lloyd, John Lockwood, Tom '*twak*' Kelly, David Lovemore, Alex Orosa, David '*Quality*' Pajak, Ben '*The Beard*' Sanders, Phillip Sansom, Paul '*the Hobbit*' Sumpner, Dave '*Thatch*' Thatcher, Mark '*Eeyore*' Watt, Amos '*The List*' Willbond, Annosoft, FmodEx, Agile2d, FlyingSaucer

Art & Design

Ivan Gaskell, Matt '*The Mongoose*' Kelland, Paul '*Left it at home*' Kelley, Andrew '*Flashman*' Kennedy, Xav Malard, Chris '*Minor web celebrity*' Ollis, Mitch Phillips, Jen Spencer, Layla Stones, Eddz Walsh, Nikitova, Rocketbox, vBeing, Lakshya Digital

Finance, Sales & Marketing

Tari '*Trinity*' Akpodiete, Lisa de Araujo, David '*Brandy before bedtime*' Bailey, Jorge '*act3scene24*' Campos, Michael Carter, Tiffany Kerr, Giles '*I say*' Spear, Anna Young Kelland, Jeff Zie

Software we love

Firefox, the GIMP, Netbeans, Inkscape, Ant, Subversion, Tortoise SVN, XStream, Celtx.

Thank you

The Moviestorm Pioneers, everybody on the Moviestorm forums, our friends in the machinima community and beyond.